



City of Diamond Bar

21810 Copley Drive
Diamond Bar, CA 91765
909.839.7070



To: Basketball Managers
From: Mickey McKittrick, Recreation Specialist
Subject: 2017 Men's Winter Basketball League

FEES

1. **Registration Fee**—\$324.00 is payable to the City of Diamond Bar in the form of cash, check, or credit card. This includes the cost of staff, awards, and facility usage fees. We accept Visa, MasterCard, Discover, and American Express.
Teams must bring \$21 cash each game for officiating fees
Registration fees will be processed immediately when received. Registration will only be accepted at the Diamond Bar Center.
2. **Forfeit Fee**—A separate \$40.00 payment is due at the time of registration. At your request, forfeit fees may be returned at the end of the season or rolled over to the following season, on the condition that your team does not forfeit any games. If a forfeit does occur, your team must deposit an additional \$40.00 before the next scheduled game or you will be forced to forfeit again. If your team forfeits three times in the same season, the team will be removed from the league without a refund.
3. **Optional**—Players' Medical Benefit Fund (PMBF) or Accident Protection Program
Both options are provided by SCMAF—If interested please submit a separate check payable to SCMAF at the time of registration.
4. **Returned Checks**—A fee of \$15 will be charged for any check that is returned.

LEAGUE REGISTRATION

1. **Priority Registration Period**—Returning teams from the previous season, will have the opportunity to register in the league beginning **November 16, 2016.**
2. **Open Registration Period**—Open registration will begin **December 1, 2016.**
3. **Registration is limited to 32 teams this season! Teams will be accepted into the league on a first-come, first-serve basis.** No team will be accepted for league play until league fees are paid in full and entry forms are submitted.
4. **Registration Forms and Fees**—May be mailed to:

**City of Diamond Bar
Recreation Services
21810 Copley Dr.
Diamond Bar, CA 91765**

5. Generally there are six different divisions classified as "C+", "C", "C-", "D+", "D" and "D-". Team placement will be based on skill level by City staff. A championship is not the only determining factor used when placing or moving teams to a higher division. If a team is determined to be dominant in the top-level league, they may be removed from the league in order to keep the league at a more competitive level. All teams are subject to division realignment during the season.
6. All games will be played at Diamond Bar High School Gymnasium, 21400 E. Pathfinder Road or South Pointe Middle School, 20671 Larkstone Drive in Walnut, on **Sundays**. The number of registered teams will determine game times. Teams must be available to play between 1:00pm and 10:00pm, **starting January 29, 2017 for practice games. League play will start February 12, 2017.**
7. **NO REFUNDS WILL BE ISSUED AFTER THE FIRST GAME. (PRACTICE OR REGULAR SEASON)**

MANDATORY MANAGER'S MEETING

A mandatory manager's meeting will be held at the Diamond Bar Center on TBA. (1600 Grand Avenue in Diamond Bar).

The purpose of this meeting is to obtain game times for practice games, discuss rules for the season, and to answer any questions regarding the league. Your presence at the meeting is greatly appreciated and mandatory. Teams not represented at the meeting, by a manager or player on the roster may lose their spot in the league and will be filled from teams on the waiting list.

ROSTERS

1. Must be completed and submitted before any player takes the court.
2. Must include player's name, address, phone number, and signature.
3. Players must be at least 18 years of age.
4. Rosters are limited to 12 players, with a minimum of eight.
5. No player shall play for more than one team in the City of Diamond Bar's leagues.
6. Each team will be permitted to add or drop four players before the 3rd league game.
 - a. Once a player is removed from a roster he may not be re-added.
 - b. Roster changes must be submitted prior to the third league game on the form provided, in order to be eligible for the playoffs.
7. All players must have picture identification in their possession at all games. If a player is asked to produce identification and cannot, he may not participate in the game.
8. Any player found participating without identification, under an assumed name and/or address will be considered an illegal player and will be ejected from the current game and suspended for the remainder of the season. Any/all games he participated in can be forfeited.

UNIFORMS

1. Must be of matching color and have 3-inch numbers on the back. Each infraction of this league rule will result in the opposing team being awarded one free throw. Taped or written numbers are not acceptable.
2. All players must wear rubber-soled shoes.

LEAGUE STANDINGS/AWARDS

1. The number of teams in each division will determine what type of championship game will be played. It may be either a tournament format or broken down into halves with the winners playing each other. If one team ties or wins both halves, no playoff will take place. If two teams are tied, overall record or head to head play will determine round winners.
2. Individual awards will be given to the championship team's members in each league. Awards will be given only to the rostered players. Team trophies will be awarded to both the first and second place teams.

RULES OF PLAY

1. All games shall be played under current CIF rules, unless stated differently.

RULE ADDITIONS THAT APPLY TO THE CITY OF DIAMOND BAR

1. A team must have four players to start a game. If a team does not have four players at game time:
 - a. The game clock will start and one point per minute will be awarded to the opposing team. A forfeit will be declared at the 10-minute mark.
 - b. If and when the team's fourth player arrives and is on the court ready to play, the game clock will stop and a jump ball will start the game, with the time remaining in the first half.
 - c. A team may not call a time out during this 10-minute period.
2. The official time and score shall be maintained by the timer/scorekeeper.
3. Managers are responsible for giving the scorekeeper their lineup and advising them of any changes prior to the game.
4. Every player must play in at least one league game each round in order to be eligible for playoffs. If the tournament style is used, each player must play in at least half of the league games to be eligible for the playoffs.
5. The game will consist of two 20 minute halves. Half time will be three to five minutes. The game clock will run continuously except for time outs, or during the last two minutes of the game under the following conditions:
 - a. If the score difference is more than 10 points the clock will run continuously.
 - b. If the score difference is 10 points or less, the clock will become regulation (stop clock). Note: The clock will become regulation (stop clock) at any time during the final 2:00 minutes of the game as long as the score difference is 10 points or less. However, if at any time during the last two minutes of the game the score difference becomes more than 10 points, the clock will run continuously.
6. After a time-out is called, the clock will not restart until a player in bounds touches the ball. If free throws are shot immediately after a time-out, the clock will not restart until a player touches the rebound or inbound pass.
7. If the score is tied at the end of regulation play, a three-minute overtime period will be played with a stopped clock for the last minute. If the score remains tied at the end of the overtime period, a second overtime period will be played and the winner will be determined by the first team to score five points. (No time).

8. All players requesting a substitution must first report verbally to the scorer's table with sufficient time before the next dead ball. The substituted player must remain at the table until the time of substitution. The player who is being substituted out must exit near the scorer's table.
9. Technical Fouls/Ejection
 - a. The clock will stop on all technical fouls and will not be restarted until the ball is put back into play.
 - b. All technical fouls are both a team foul and a personal foul.
 - c. An intentional foul is not a technical foul therefore, the clock will continue to run.
 - d. Any player receiving a technical foul must sit on the bench for a two-minute period of game time immediately after receiving a technical foul.
 - e. A time out will be charged to the team receiving the technical foul.
 - f. Two technical fouls charged to the same player or coach in one game will result in immediate ejection from the game.
 - g. A player, coach or spectator who is ejected from the game must leave the gym immediately.
Failure to leave the gym immediately will result in a forfeit of the current game.
 - h. All ejections from a game shall result in suspension from the next scheduled league game(s) and the facility. Both the manager and player will receive a written notice regarding the penalty.
 - i. Three technical fouls in the course of one season may result in a game suspension or further disciplinary action, including expulsion from the league.
 - j. All ejections are subject to review and may result in further suspensions or expulsions for the league depending on the severity of the infraction.
 - k. Headgear: It is illegal to wear headgear or any equipment that could cause injury to other players. Headgear is interpreted to mean hats or bandannas. A one-piece sweatband of soft pliable material is permissible.
 - l. Jewelry: Only flat wedding bands are allowed.

SPORTSMANSHIP

The City of Diamond Bar rates sportsmanship high in our leagues.

1. Please refer to rule #9 (above) regarding technical fouls.
2. Unsportsmanlike conduct will not be tolerated. Players may be ejected without warning for unsportsmanlike conduct.
3. Managers are responsible for the conduct of their players and fans. This includes sharing these rules with their team.
4. Profanity, liquor, and smoking will not be tolerated in or about the gym or within the parking facility.
5. Abuse of these rules may result in a forfeit of the game and/or a team suspension from the league.
6. Use of profanity will result in a technical foul. Should the official be unable to determine which of the individual players used profanity, but can determine the team, a team technical will be assessed.
7. Any unsportsmanlike conduct by players, coaches, or fans may result in ejection from the game.

8. Staff and officials are here to assist you. Please treat them with respect. Verbal or physical abuse of the staff, officials, coaches, players or spectators will result in immediate ejection from the game/league. Any player, manager, or spectator who physically abuses an official, staff, coach, or spectator shall be banned from any adult sports conducted by the City of Diamond Bar and can also be legally prosecuted for assault.
9. Ongoing problems with players and/or teams may result in suspension or expulsion from participation in the City of Diamond Bar's adult sports leagues.

CONTACT INFORMATION

*Recreation Department 909.839.7070

*Fax Number 909.612.4580

*Email address: mmckitrick@diamondbarca.gov
mluzzi@diamondbarca.gov



**City of Diamond Bar
Recreation Services
Winter 2017 Adult Basketball**



ENTRY FORM

Team Name _____

Team Manager _____

Address _____

City _____ **Zip** _____

Phone Home _____ Work _____

Email Address _____ **Cell** _____

Assistant Manager _____

Address _____

City _____ **Zip** _____

Phone Home _____ Work _____

Email Address _____ **Cell** _____

Please indicate the league for which you are registering your team. All games are on Sundays.

C+ _____ C _____ C- _____ D+ _____ D _____ D- _____

Has your team played in previous Diamond Bar leagues? Yes _____ No _____

Level _____ Season _____ Year _____ Record _____

Using a scale of 1-10 (10 being the best) rate your team on the following: Overall skill level _____

Number of team members with high school and/or college experience _____

What would be your ideal game time? Please circle preferred block. (1-4pm, 3-7pm, 5-9pm)

Forfeit fees are catalogued by manager's names, not by team name. Please inform the City if there is a managerial change.

STAFF NOTES: AC: 101001 11 Forfeit Fee AC: 101001 12

Date Paid _____ Received From _____ Total Due _____

Form of Payment _____ CC/Check # _____ Ex. Date _____